

Pattern Recognition for Massive, Messy Data

(Data, data everywhere, and not a thought to think)

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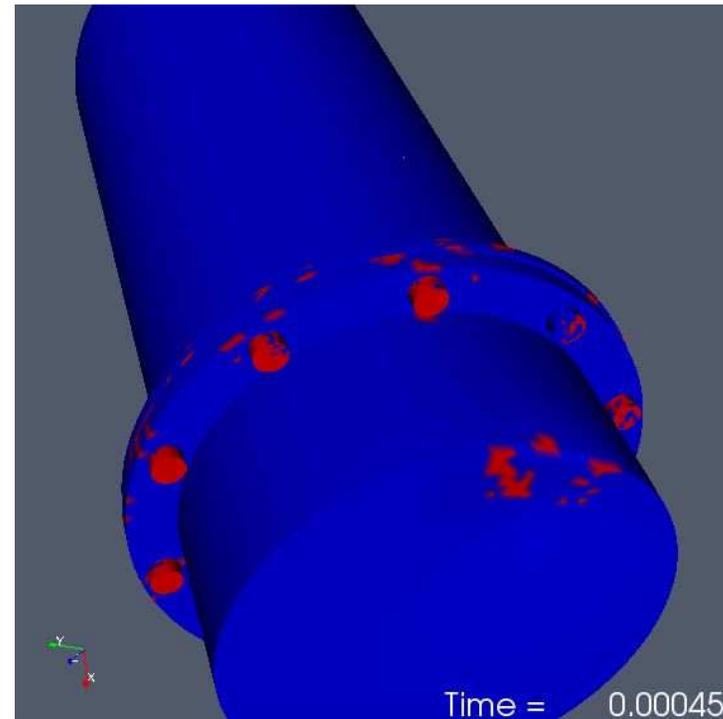


Introduction and Summary

Sandia is developing “commodity” pattern recognition methods which handle data sets that standard methods cannot.

These commodity methods:

- Accept data as is, and in situ.
- Are robust to errors in attributes and labels.
- Scale to terabyte data.
- Are crucial to Stockpile Stewardship post-processing.
- Are broadly applicable, in Sandia and out.



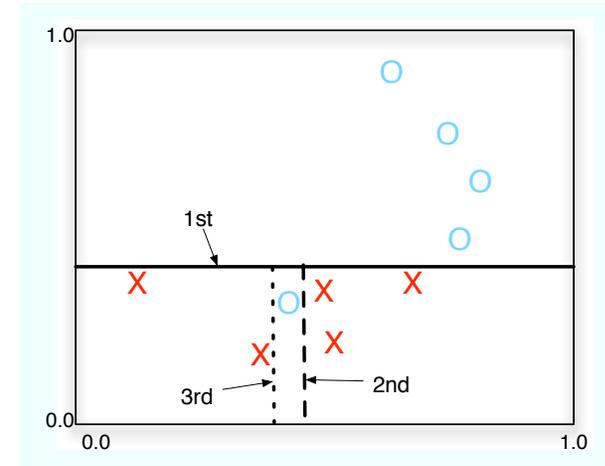
Bolt Failure Detection in ASC Data



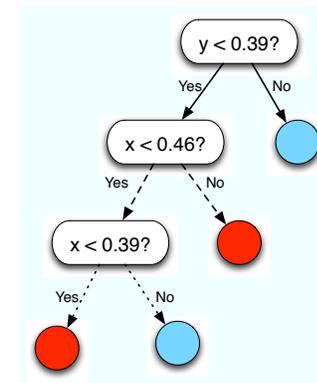
Pattern Recognition Overview

Also known as: supervised machine learning, statistical inference, data mining.

- Input: “ground truth” data.
 - Samples, with attributes, and *labels*.
 - Example ASC context:
 - * Samples: nodes, elements.
 - * Attributes: variable values.
 - * Labels: breach, bolt failure, “interesting”.
- Apply suitable method:
decision trees, neural nets, SVMs.
- Output:
rules for labeling new, *unlabeled* data.
Equivalently:
a partitioning of attribute space.



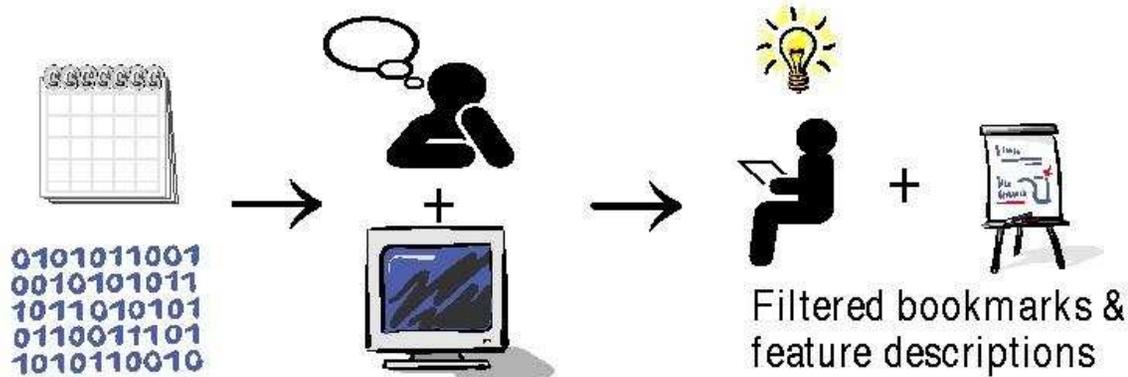
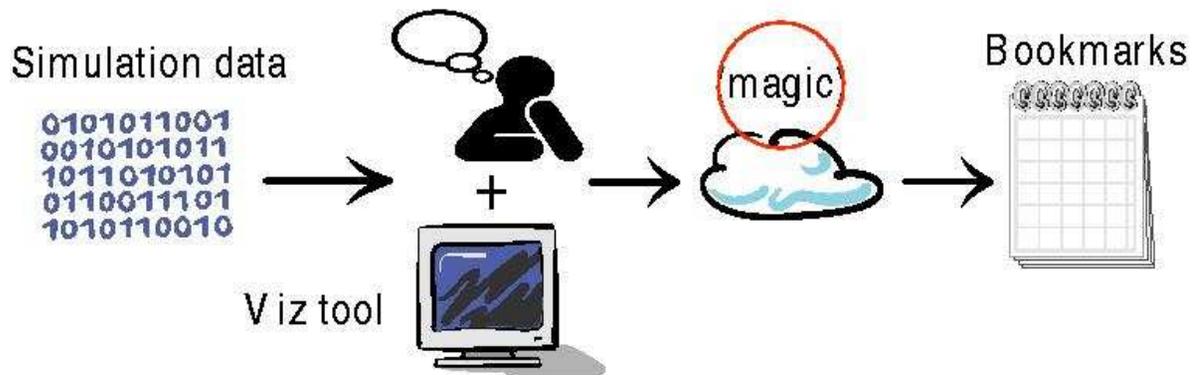
Attribute space partitioned.



Decision tree representation.



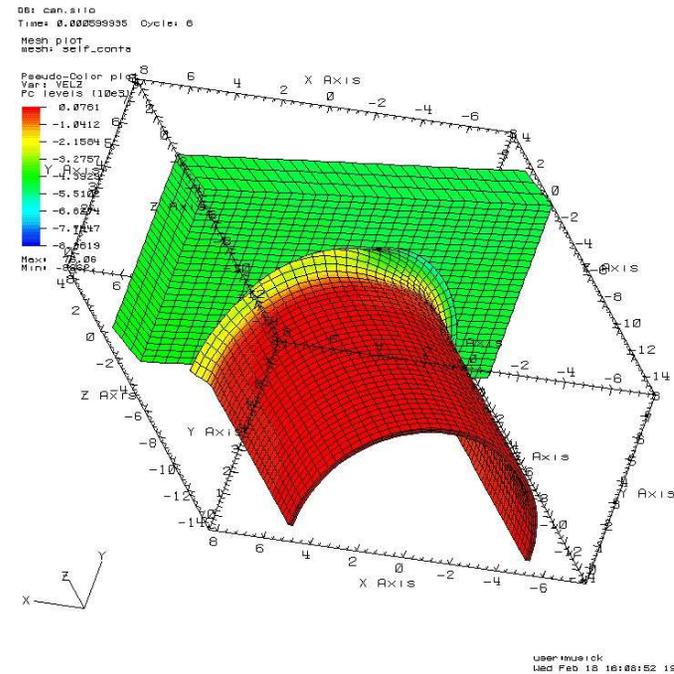
Pattern Recognition for ASC





ASC Data is Daunting For Pattern Recognition

- Modern scientific data is:
deeply skewed, ill-suited, noisy,
and wrong.
- ASC data is all that and more:
 - Optimal for simulation,
not for feature detection.
 - Highly redundant.
 - Terascale and partitioned.
 - “Interesting” is often the most
useful label.
 - Unrelenting.



Simulation variables at every node in the mesh are processed by pattern recognition.



What to Do?

Give up on the craftsman model of pattern recognition.

Sandia has developed a *commodity* model:

- Accepts data as it is.
- No user tuning required.
- Robust in the face of noise.

How? Some guiding principles:

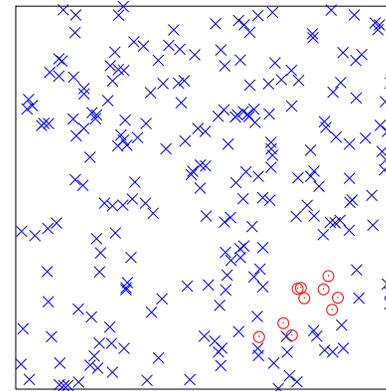
1. Use *decision trees* over other methods.
2. Use *ensembles* of decision trees.
3. Embrace *redundancy*.
4. Emphasize *screening*.

1 was mildly controversial;
2 and 3 *reverse* basic pattern recognition assumptions.

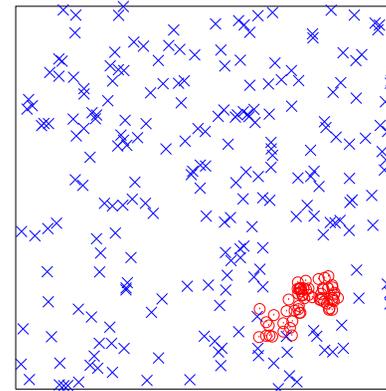


SMOTE for Skew Populations

- Synthetic Minority Oversampling TEchnique[5].
- Oversample the minority population, but ...
... simple oversampling induces pathologies.
So: add *synthetic* samples.
- Method:
 - Pick minority sample.
 - Pick a nearby neighbor.
 - Add new minority sample at a random point between them.
 - Repeat.



Minority class overwhelmed.



Minority class filled out by SMOTE.



Ensembles: Democracy Over Meritocracy

Traditional: Use 100% of training data to build a sage.

Ensembles: Use randomized 100% of training data to build an expert.
Repeat to build many experts.
Vote them.

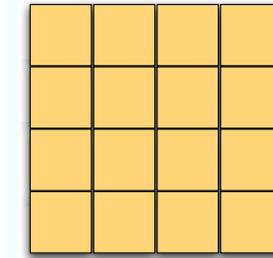
Sandia: Use a semi-random 1% of the training data to build a “bozo”.
Repeat to build very many bozos.
Vote them.

The experts beat the sage[2].

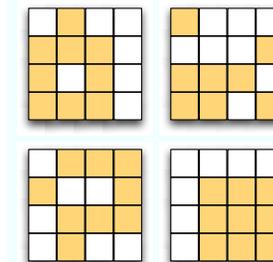
The bozos beat the experts[6].

How?

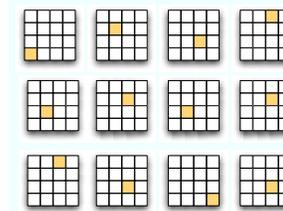
Averaging reduces measurement error.



Sage sees all the data.



Each expert sees 2/3rds of the data.

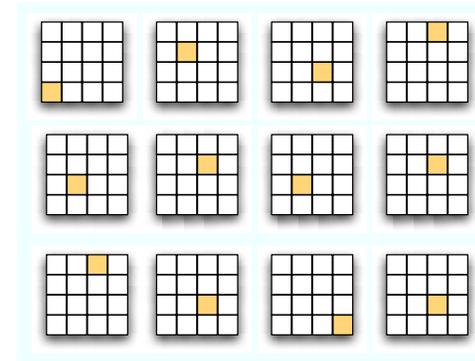


Each bozo sees a tiny fraction.

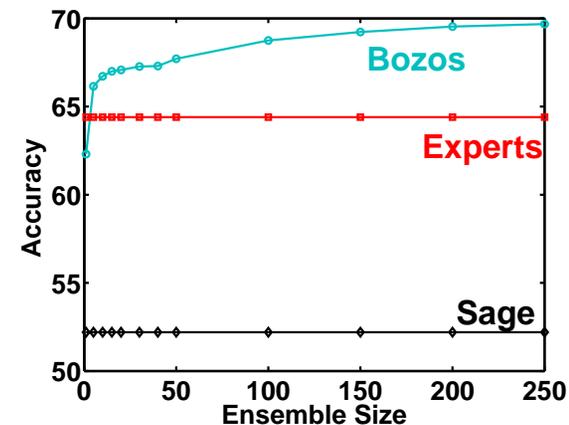


Ensembles of Bozos for Distributed Data

- Build separate ensembles on distributed data.
- Use “improvement voting” [6].
 - $e(b)$ is estimate of error rate of b bozos.
 - For $(b+1)$ 'st training set:
 - * Accept all misclassified samples.
 - * Accept correct samples with $\text{Prob} = e(b)/(1 - e(b))$
- Speed: $O(f \times b \times n \times \log n)$; bozos can be *faster* than sage, as well!



Bozos extracted in parallel.



Sample bozos, experts, and sage results[6].



Conclusion: Commodity Fixes for Data Challenges

Problem	Addressed by
Partitioned, terabyte data deeply skewed, ill-suited, noisy, and wrong	ensembles of bozos SMOTE decision trees , screening decision trees , ensembles , screening ensembles, redundancy, diversity

- General purpose methods (principles, algorithms, and code) to handle data sets that overwhelm standard methods.
- Broadly applicable; already in use on intelligence applications.
- Shared within Sandia via the AVATAR Tools package, more broadly via the open source OpenDT[1], and through frequent publication[9].



References

- [1] BANFIELD, R., ET AL. OpenDT home page. <http://opendtd.sourceforge.net>.
- [2] BANFIELD, R. E., HALL, L. O., BOWYER, K. W., BHADORIA, D., KEGELMEYER, W. P., AND ESCHRICH, S. A comparison of ensemble creation techniques. In *Proceedings of the Fifth International Conference on Multiple Classifier Systems, MCS2004* (2004), J. K. F. Roli and T. Windeatt, Eds., vol. 3077 of *Lecture Notes in Computer Science*, Springer-Verlag.
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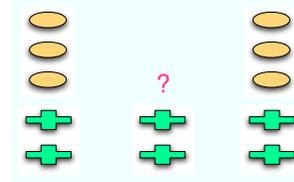


Background Slides To Follow...

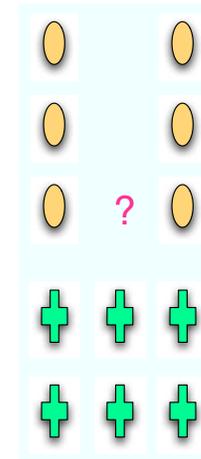


Decision Trees Over Other Methods

- “No Free Lunch” [8] says the method doesn’t matter ... but only true for *clean* data!
- Most methods require a attribute distance metric ... so attribute normalization matters.
- Decision trees don’t need distance metric.
 - Use ordinal relations only.
 - Attributes need not be normalized.
 - Also, immune to noise attributes.
- With ensembles, no need to prune [6].



Unknown assigned differently ...



... depending on scaling

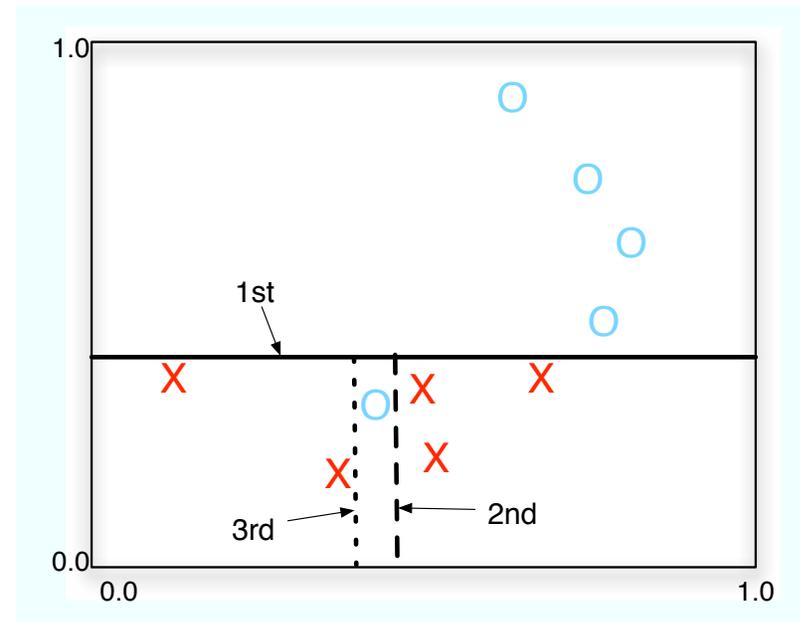


Decision Trees and Distance Metrics

- How to partition attribute space?
- For the current population:
 - Consider each attribute separately.
 - Consider each threshold for that attribute.
 - Pick attribute and threshold which “best decreases impurity”.
 - Use them to partition the data into two child data sets.

Repeat with each child.

- Best attribute and threshold is *independent* of scaling.
- Irrelevant attributes ignored in the presence of relevant attributes.

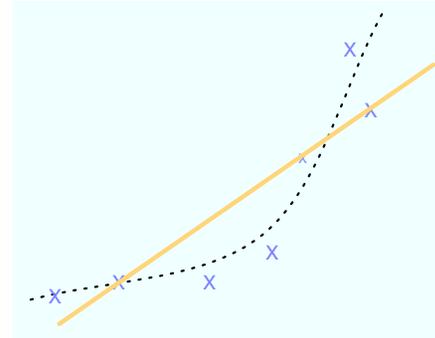


Attribute space partitioned.

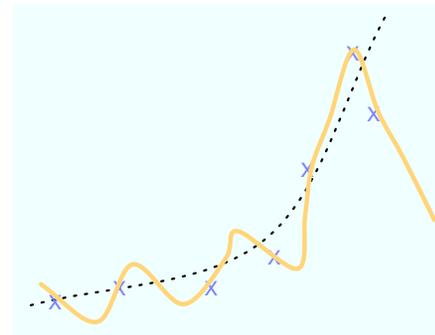


Why Do Ensembles Work? (A)

- A statistical model is a *noisy* model of reality.
- Bias error:
Model too simple, underfits.
- Variance error:
Model too complex, overfits.
- Bias/variance is a trade-off.
- Ensembles:
 - Use methods with low bias...
but high variance ...
and average to reduce variance!
- Out-of-bag validation picks ensemble size[3].
- Result:
low bias error *and* low variance error.
No hand tuning needed.



Too simple a model underfits the data.



Too complex a model overfits the data.

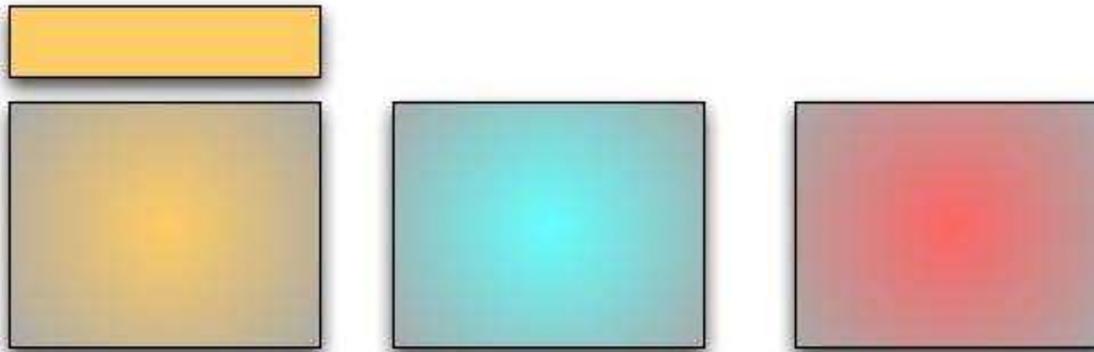


Why Do Ensembles Work? (B)

One key is *diversity* [7].

Imagine: three classes, each bozo only 10% accurate, and when wrong, chooses at random among the three classes.

Then the horde of bozos is perfectly, 100% accurate!



One group of unconfused bozos amid the foggy error.

Note: diverse, *random* error is difficult to achieve[4].



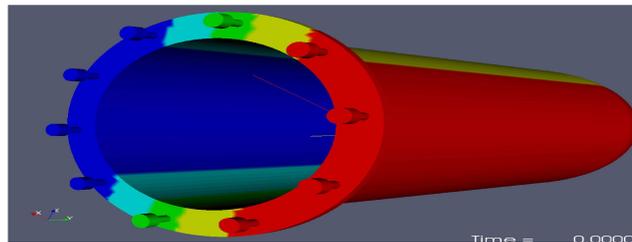
Next: Inconsistent Class Statistics

- ASC data is partitioned *and* varies in class statistics.
 - Grow ensembles of bozos on each partition.
 - *Each* ensemble generates a vote.
 - Each vote is weighted by priors:

$p(w_i|x)$ = percentage of ensembles that vote for w_i given x .

$P(w_i)$ = percentage of ensembles which have seen class w_i .

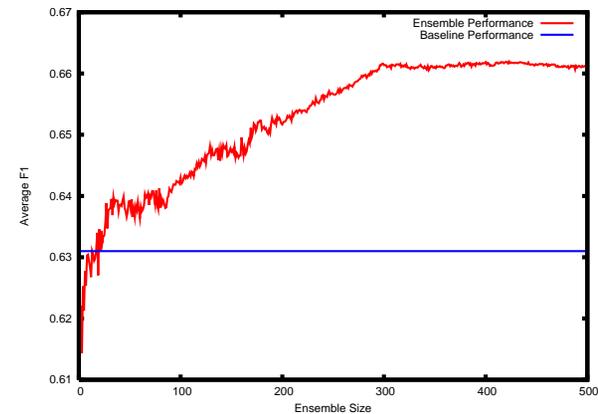
Classify as w_m : $\operatorname{argmax}_n \left(\frac{p(w_i|x)}{P(w_i)} \right)$



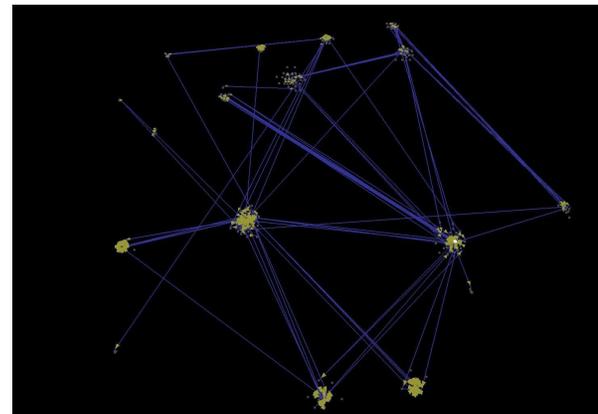


Impact: Text, Graphs, and Intelligence Analysis

- Intelligence data is often relationship data, and graphs encode relationships.
- Text pattern recognition:
 - Why? To auto-populate graphs.
 - “NER” is phrase classification.
 - Significant improvement on contest data.
- Graph pattern recognition:
 - Classify nodes, edges.
 - Find missing links, subgraphs.
 - Tensors for multilink analysis[10].
- Also, ensembles ease data sharing.



NER improves with ensemble size.



Example multilink graph.